Attorney Docket No.: UTL 00113

## Amendments to the Specification

Please replace the Title as follows:

## SYSTEM AND METHOD FOR ORGANIZING FIELD UPGRADABLE WIRELESS COMMUNICATION DEVICE SOFTWARE SYSTEM AND METHOD FOR ORGANIZING WIRELESS COMMUNICATION DEVICE SYSTEM SOFTWARE

Please replace the Abstract as follows:

A system and method are provided for organizing field upgradeable system software in a wireless communications device. The method comprises: forming system software code into a first plurality of symbol libraries, each library comprising symbols having related functionality; arranging the first plurality of symbol libraries into a second plurality of code sections so that symbol libraries start at the start of code sections; creating a second plurality of contiguously addressed memory blocks; identifying each memory block with a corresponding code section; storing code sections in the identified memory blocks, with the start of code sections at corresponding start addresses; maintaining a code section address table cross-referencing code section identifiers with corresponding start addresses; and, executing the wireless device system software.

Forming system software code into a first plurality of symbol libraries includes forming a symbol accessor code. Arranging the first plurality of symbol libraries into a second plurality of code sections includes arranging each symbol to be offset from its respective code section start address, and includes arranging the symbol accessor code in a first code section. Then, the method further comprises: maintaining a symbol offset address table cross-referencing symbol identifiers with corresponding offset addresses, and corresponding code section identifiers; and, storing the symbol accessor code address in a first location in memory.

A system and method are provided for organizing field upgradeable system software in a wireless communications device. The software is organized into a first plurality of symbol libraries or code sections. Contiguously addressed memory blocks store the symbol libraries or code sections. The start addresses of code sections or symbol libraries are stored in a code section address table cross-referencing code section identifiers with corresponding start addresses. Each symbol is offset from its respective code section start address. Symbol identifiers are cross-

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referenced with corresponding offset addresses, and corresponding code section identifiers in a symbol offset address table. A symbol accessor code is used to identify symbol addresses using the code section address table and the symbol offset address table.